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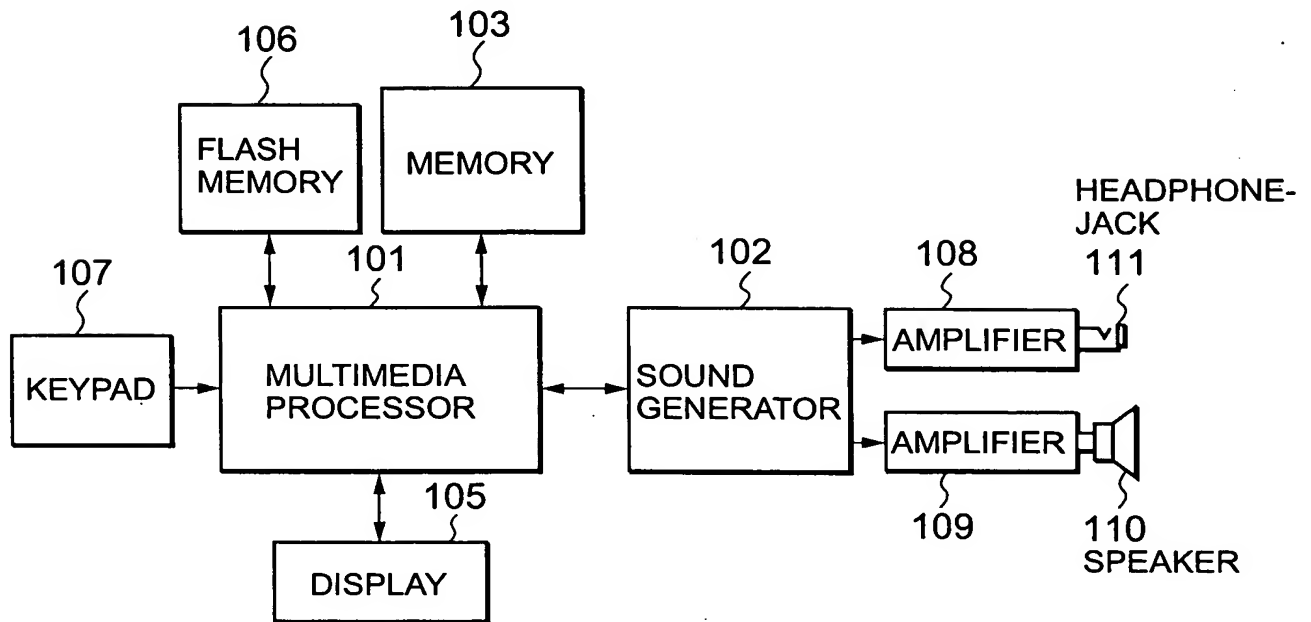


Fig. 1

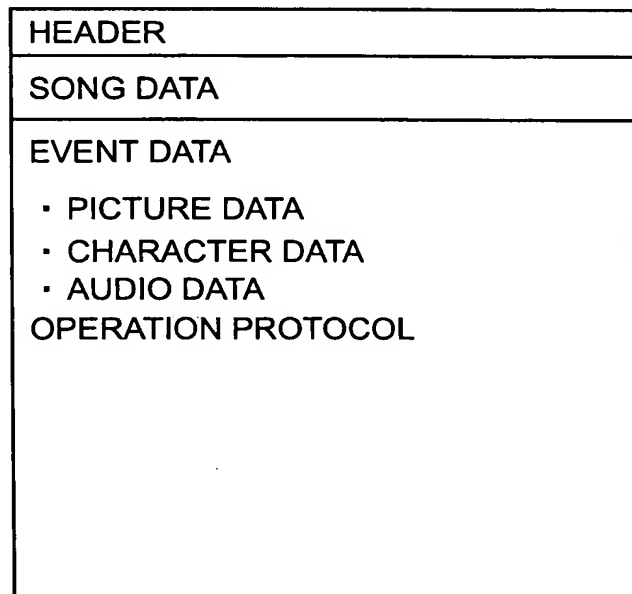


Fig. 2

The diagram illustrates the data flow in a multimedia system. It includes the following components and connections:

- 103 CONTENTS DATA**: Points to the **MEMORY** block.
- 101 CONTROL DATA**: Points to the **MULTIMEDIA PROCESSOR** block.
- 102**: Points to the **SOUND GENERATOR** block.
- 107**: Points to the **KEYPAD** block.
- 105**: Points to the **DISPLAY** block.
- DATA FLOW**: Indicated by an arrow pointing right.

The system architecture is as follows:

- MEMORY** (103) sends data to the **MULTIMEDIA PROCESSOR** (101).
- The **MULTIMEDIA PROCESSOR** (101) sends **CONTROL DATA** (101) to the **SOUND GENERATOR** (102).
- The **SOUND GENERATOR** (102) sends a **SYNCHRONIZATION SIGNAL** back to the **MULTIMEDIA PROCESSOR** (101).
- The **SOUND GENERATOR** (102) outputs to **SOUND REPRODUCTION**.
- The **KEYPAD** (107) sends input to the **MULTIMEDIA PROCESSOR** (101).
- The **MULTIMEDIA PROCESSOR** (101) outputs to the **DISPLAY** (105).

**Fig. 4**

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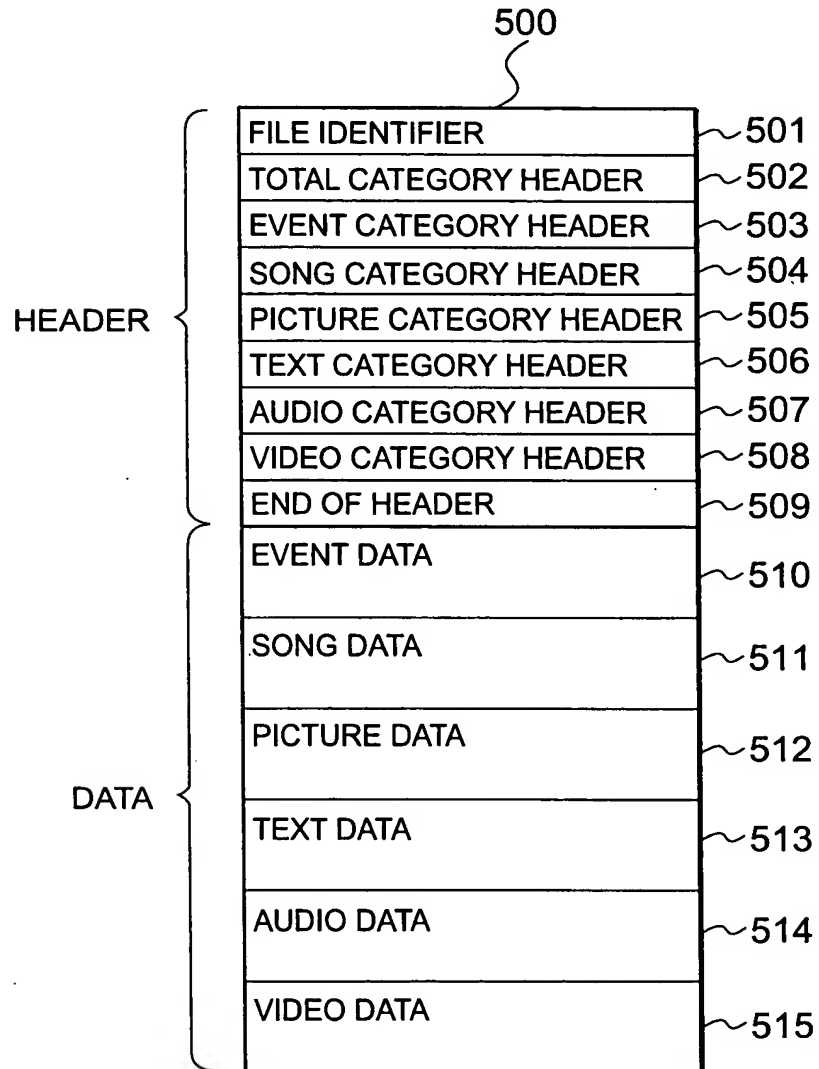


Fig. 5

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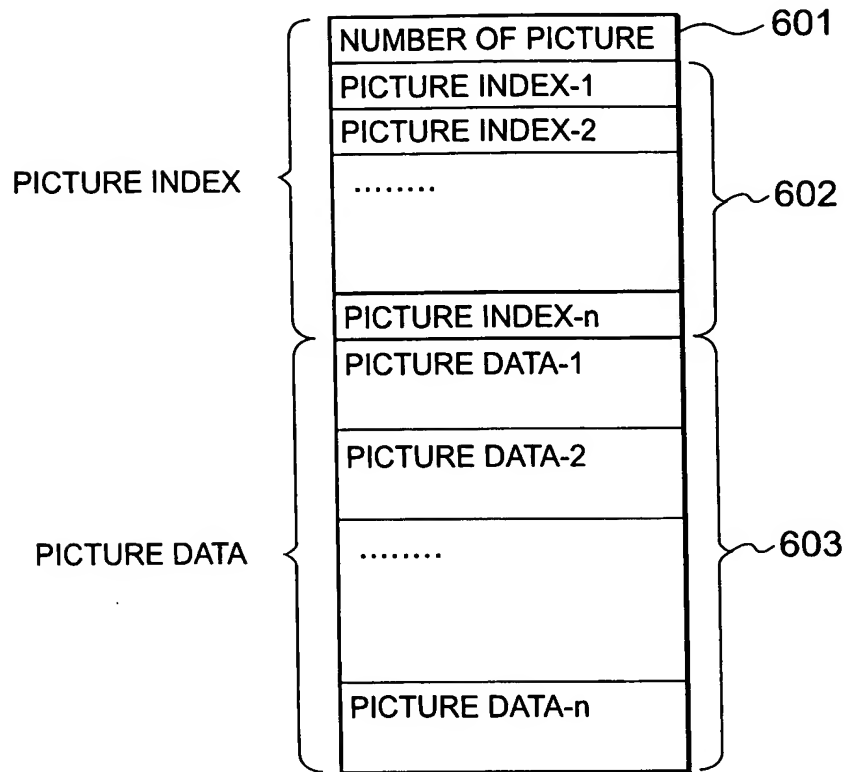


Fig. 6

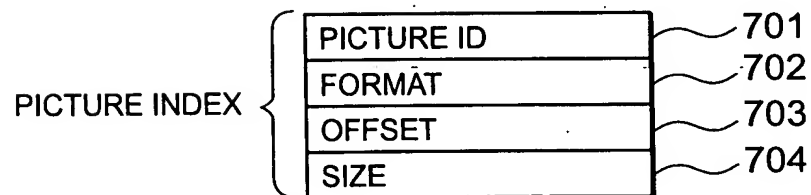


Fig. 7

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| EVENT IDENTIFIER | FUNCTION      |
|------------------|---------------|
| E                | EVENT ID      |
| P                | PICTURE EVENT |
| T                | TEXT EVENT    |
| A                | AUDIO EVENT   |
| V                | VIDEO EVENT   |
| R                | RESET EVENT   |

Fig. 8

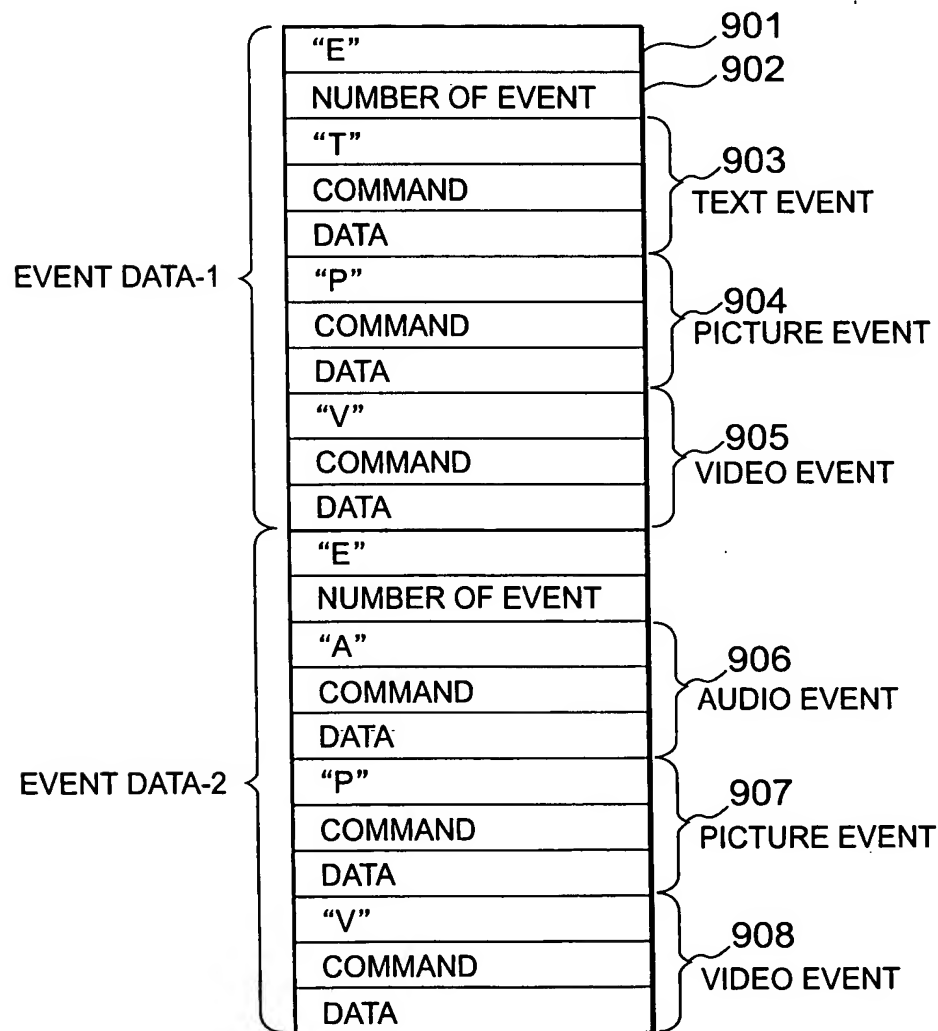


Fig. 9

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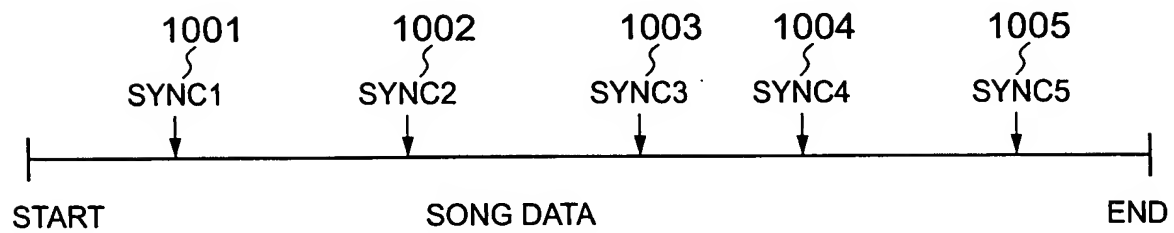


Fig. 10